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GAMESPOT UNOFFICIAL GAME GUIDE TO RIVEN: THE SEQUEL TO MYST



By Tasos Kaiafas



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Introduction

Your overall objective in Riven is to stop Gehn and free Catherine. Doing so will save the five islands and the people that once inhabited them. Of course, to successfully complete this quest you must solve puzzles and perform many tasks on all of the islands of Riven.



To get to Gehn and Catherine, you must figure out how to power up the Great Golden Dome (the power source to the Fire Marble Domes found on each island). Each one contains a linking book to Gehn's world. Therefore, to get to Gehn, you must get to any one of the linking books. No easy task.

The key to starting up the Great Golden Dome is the Marble Puzzle, the solution to which can be found on Plateau Island (with the Map Table Puzzle and the Underwater Viewing Chamber). To get there you must gather clues to understand the technology better, learn the D'ni number system, and get to the Moiety Age to recover your stolen trap book.

When you've accomplished all these tasks, you can get to Gehn's World, trap him in the book, save Catherine, and put an end to Gehn's megalomaniacal reign. Now that you know what to do, it's time to learn how to do it.

The Order of the Guide

Although the gameplay in Riven is not absolutely linear, the order of this guide is a good one to follow, since it alleviates lots of unnecessary backtracking and movement around the islands. Links are embedded throughout the text, however, to help you jump backward to something you might need to accomplish before you solve a later puzzle.

Likewise, we've set up this guide to reveal the solution to any single puzzle rather than providing the solution to the entire game. We've also omitted lots of unnecessary navigational guidance, except as necessary. Suffice to say that while we want to give you solutions to all of the puzzles, we don't want to take away any of the fun of exploration. That's what Riven is about, after all.

Let's begin at the beginning: Temple Island.

Temple Island

You start the game on this island. You can only do a couple of preparatory activities here for now. Essentially, you must figure out the way the Gate Room works, since you must use it later in the game. Then you must find your way down through the Temple to the tram, which will take you to Jungle Island.



The Gate Room

You need to pass under the locked gate. From the start, go to the main door of the Gate Room's antechamber (the first one at the top of the stairs in front of the wooden bridge). Push the button to the right of the doorway four times to rotate the room four times. Turn around, step forward, and take the path to the left.

Follow the stairs down all the way to the end. Turn left twice to face the locked gate. Click under the gate to crouch down and then straight ahead to go under it.

Go through the Gate Room and into the cave straight ahead. Throw the steam valve lever, which



You need to pass under this gate to get to the second door of the Gate Room.

turns on power to the telescope apparatus outside (you won't need to use the telescope until the end of the game).

Turn around to exit the cave, but before you do, throw the lever to the left of the door, which raises the grate blocking another gate, then push the button to the right twice to rotate the room two more times. Enter the Gate Room and go through the open door to the left. Turn around and throw the lever to the left of the doorway then push the rotate button to the right twice, like before.



Go across the Gate Room to the main entrance and push the rotate button there twice. The doorway to the Great Golden Dome will now be open.

Preparing the Great Golden Dome

Walk into the Great Golden Dome and follow the catwalk around to the left, all the way back outside. When you come to the first steam valve lever on the left, walk over and throw it.

Turn around and step off the walkway, then turn left, following the path around the outside of the dome until you reach the end. Throw the steam valve level here, too.



**Walk up and throw this steam valve lever.
It will activate the stairs leading up to the
top of the Grate Golden Dome.**



Follow the path back around and into the dome, then back to the entrance you came. To the right of this doorway, you'll see a lever. Pull it to see the now-functional bridge raise.

The lever now works to raise the bridge—you've restored steam power to it. But you won't be able to (or need to) go up to it until later in the game.

You must raise this bridge later, after you have access to other areas in the dome. This is all you can do here for now.

The Temple

Walk through the tunnel down to the steel door on the left. Open it and enter the Temple Imaging Room. When you get as far as the throne in the center of room, turn to look at the imaging device to your right (or to the left if you're facing the entrance to the chamber). Throw the lever to the left of the imaging device, and you'll see a door open in a room full of pillars (the Temple).



Now it's
time
to learn
how
to use
the trams.

Throw this lever and watch the door open in the Temple downstairs.

Magnetic Trams

Hit the blue-lit button to call the tramcar to the station (if it isn't already there). Get into the tram and sit in the seat. First throw the knob so that the car spins around, then push the power level forward to make it go. All the trams you encounter on Riven work this way.

Jungle Island

The fun really begins here. You'll find a number of things to do and puzzles to solve, most of which you can do in any order. Most importantly of all, you must gather a number of clues to give you a better understanding of how many of the devices on Riven operate. Gehn's maddness has a overarching logic, and much of it lies in the symbols left behind by Riven's inhabitants.



When you arrive to the Jungle Island on the tram from Temple Island, you can take a walkway up through the mountain to your left. But before you do that, you should check something out to your right, namely what appears to be a wooden eye protruding from the rock face. Walk up to it and click on it.

Make note of the sound it makes (as best you can) and the symbol it reveals.

The symbol is actually a number from a people known as the D'ni.

Elsewhere on the island, in a D'ni schoolroom, you'll find a teaching device you can use to learn the D'ni number system.

The animal sound you hear is just that. But what kind of animal is it?



Walk up the stairs through the mountain, and when you get about two to three paces up, turn around. Do you see the shape that the opening you just came through makes? Notice where the wooden eye you just clicked on is located in proximity to the shape. It should resemble the silhouette of a frog. Now you know that the D'ni number on this first eye is associated with this frog shape. This is the first part of the solution to the Moiety Gateway Puzzle, which you'll encounter later on.

Note the symbol when the eye rotates and the shape in the pool (this one is a beetle).

You should find four more wooden eyes throughout the Jungle Island. Always click on them to get the D'ni number, listen to the sound, and try to find some kind of animal silhouette near by. (One eye is hard to find. Remember the dagger with the circular symbol on the hilt that was right by



the spot where you started the game? Look for that somewhere on Jungle Island. That's where you'll find the hidden eye.)

The best thing to do first is to walk around Jungle Island and familiarize yourself with the layout and all its devices. It's the largest island of Riven, so you might want to draw a rough map of some of its major locations, and where they lie in proximity to each other.

The one thing you want to remember is not to go to the Wahrk Gallows in the submarine and to the top before you visit the D'ni school. Once you're at the top of the gallows, you can't get back to the submarine, and therefore to the school.

That in mind, let's go to the Wahrk Idol and Gehn's Throne Room.

The Wahrk Idol

As you face the idol, there are two orbs to the right and left of the path. You'll see a button on top of the one on the right. Press it to reveal a stairway leading into the idol in front of you.

At the top of the staircase, turn around and pull the lever on the left. This will raise the staircase. Step back and push the elevator control lever up (on the right) to go up to the jungle catwalks, to Gehn's Throne Room, and the island's Fire Marble Dome; or down to the [tram](#) that will transport you to Plateau Island.

The best thing to do first is to go up to Gehn's Throne Room and the Fire Marble Dome.



Gehn's Throne Room

To get to Gehn's Throne Room, you must first solve the The Whark Idol Puzzle. Go past the Fire Marble Dome and up the stairs to the tower. Open the door to the tower, sit in the seat, and pull the left handle. This causes the chair to turn and rise to the top. After it stops, look down, then pull the right handle, which will close the bottom of The Wahrk Gallows.

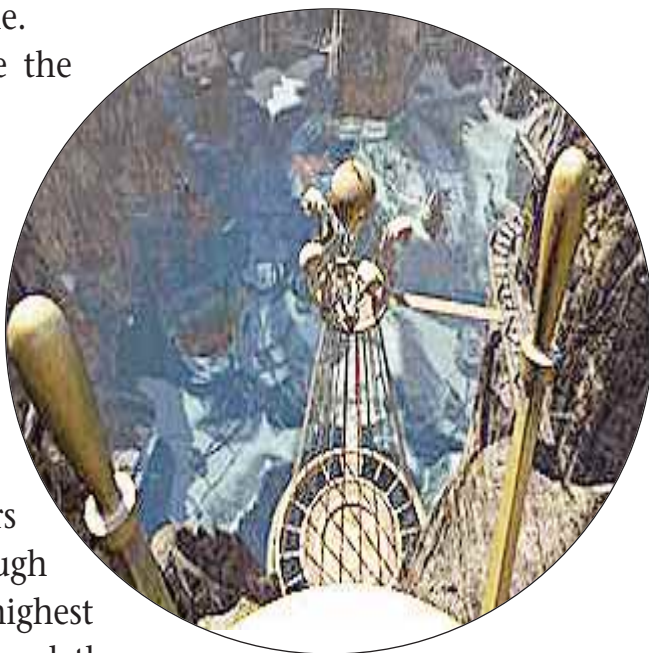
You might want to stop the Fire Marble Dome and make note of the one yellow symbol on its surface. It's time to solve the first [Fire Marble Dome](#) puzzle.

Either way, it's time to solve the Submarine puzzle.

The Submarine

To lower the submarine into the water, follow the paths and piers around Crater Lake upward, through the village, until you get to the highest point. Approach the submarine and throw the lever to lower the sub into the water.

Go back the way you came, around the lake, past the gate to the Fire Marble Dome, and up and out past the clear-cut trees.



Pull the right lever to close the base of the circular structure below.



Throw the lever (in the left corner of the screen) to lower the sub into the water.

Cross the rope bridge, go back down past the beach and Sunner Rock (where the Sunner creatures were lying before), and follow the paths and ladders past the dry pool and down to the last ladder, which now gives you access to the lowered submarine.

Use the turning handle at the center to turn the sub around. Then, use the lever on the right to move the sub forward. When it stops, move it forward one more time. Next, climb out of the sub, turn around and climb the ladder. When you get to the top, flip the three down levers to the up position. This will extend all the ladders around the lake. Go back to the sub.

Turn the sub around and move it forward. At the first switching station, move the sliding lever to the left. This makes the sub follow the left track. Make the sub move forward once more to go to the school.

Inside the school, play the hangman game on the left. Pull the ring on the right of the base to spin it around to the left. Count the number of times (clicks) the little figurine lowers. Matching this number with the symbol that appears in the little window in the base gives you insight into the D'ni number system (by showing you numbers one through ten).



Go back to the sub, turn it around, and move forward twice. This will bring you to the Wahrk Gallows. Let's go there now—the Moiety Gateway Room and the Moiety Age beckon.

The Wahrk Gallows

Use the submarine to go to the gallows. To get to the top of the gallows, you must first close its base. This is done from Gehn's Throne Room. If it is already shut, walk over to the handle and pull it to lower a bar hanging from a rope. Click on the bar to be transported to the top (You can't go back down to the submarine, so be sure you did everything you needed to with it, like go to the school).



Click on the triangular handle to lower the bar, then click on the bar hanging from the rope to be lifted to the top of the gallows.

At the top of the gallows, you can lower a ladder to the left. Doing so gives you access to the catwalk below and lets you climb back up again. In front of you is a cell with a prisoner inside. Push the button to the right to open the cell door.



Go inside and click on the drain in the floor. It will open, and you can click on the water. You'll see a handle rise out of it to open a secret door in the wall.

It's now time to visit the Moiety Gateway Room.



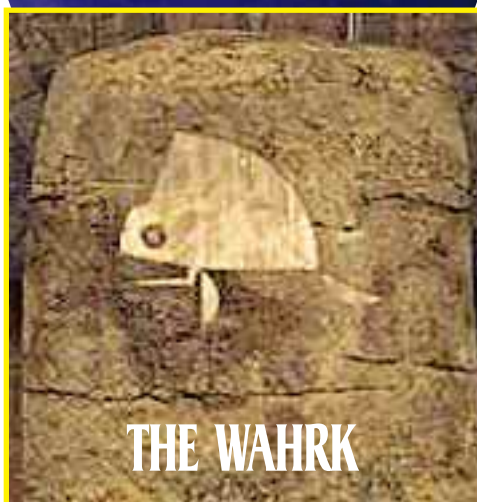
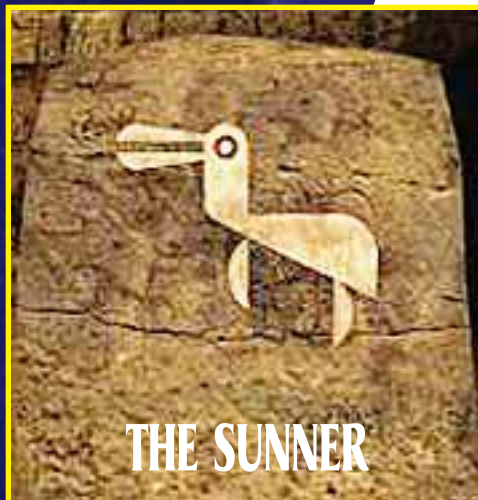
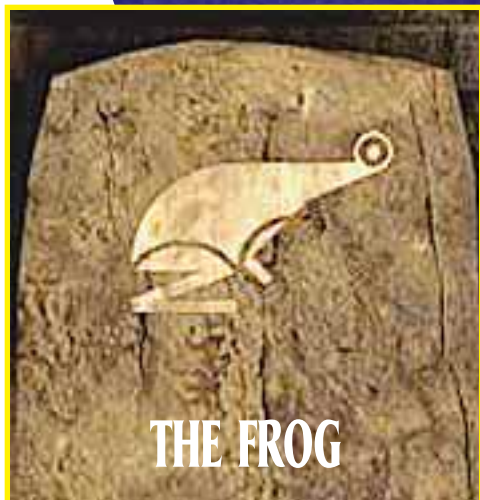
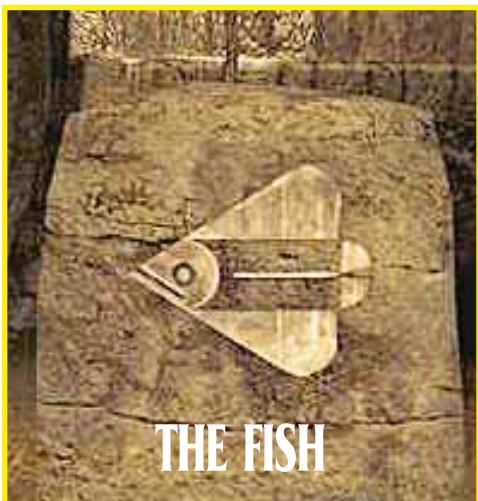
The secret door in the cell leading to the Moiety Gateway Room is opened by pulling the handle concealed in the drain on the floor.

The Moiety Gateway Room

To get to the Moiety Gateway Room, you must get to the top of the Wahrk Gallows and find the secret passage in the prison cell. After you find the secret passage, follow the passage through the darkness by clicking straight ahead until you reach the end, an opening that looks out to the ocean.

Click on the handle protruding from the wall on the left to turn on the light. Turn around and do the same with every light you encounter until you see a door on the left. Open it and walk down the passage until you get to a circular room with 25 stone slabs imprinted with images of animals.

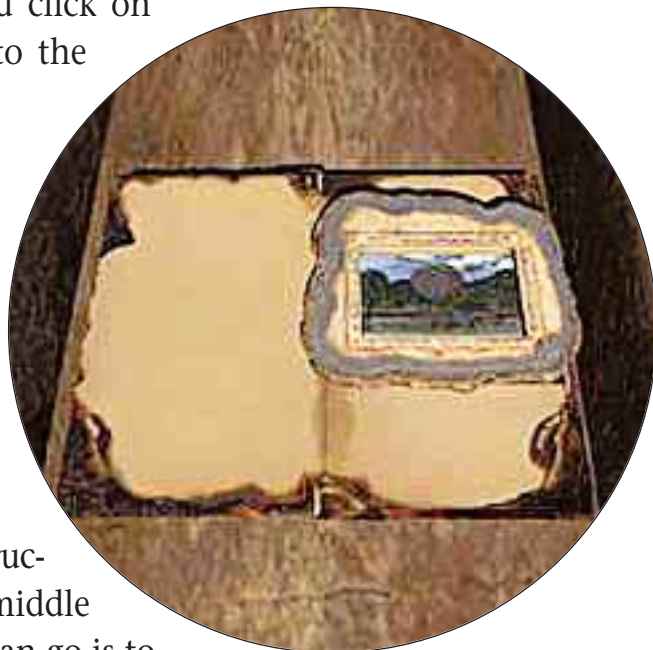
To open the gate, click on the stones in this order: fish, beetle, frog, sunner, and wahrk.





If you do this correctly, a drawer will open with a linking book on it. Open it and click on the window to be transported to the Rebel Moiety Age.

The Moiety Age



After arriving, you'll see a large structure with a bulbous top in the middle of the lake. The only place you can go is to turn around and walk forward up to a linking book. Once you get there, Moiety will shoot you with a blow dart and render you unconscious. You'll eventually end up in a small cell high above the ground.

This is the linking book to the Moiety Age.

Walk over to the door—it is locked. Click on the window to look outside. You will see guards on their rounds. After some time of snooping around (look out the window at the other side of the cell), a female Moiety will give you Catherine's journal and the trap book you'll need to trap Gehn (the same book that was taken from you at the beginning of the game).



Pick up both but don't click on the trap book or you'll be trapped inside and the game will end. Wait a bit longer, and the female Moiety will return with a linking book back to the Moiety Gateway Room. Click on this one to make your escape.

Book in hand, it's time to explore Crater Island.

Crater Island

To get to Crater Island, take the mining car resting in a hole near the clear-cut trees on Jungle Island. The mining car will let you out near a lake with a large boiler nearby. Solving the Boiler Puzzle will give you access to Gehn's Laboratory and the Great Golden Dome to prep it one more time. From Gehn's Laboratory you can also take a tram to Plateau Island.



In Gehn's lab, you will find his journal, which reveals more of what Gehn is up to on Riven. It also contains the five D'ni number code for opening the Fire Marble Domes. These numbers change for each game of Riven, supposedly, so giving you one here won't do you any good. Once your work is done here, it's on to Plateau Island. But first, the Boiler puzzle needs solving...

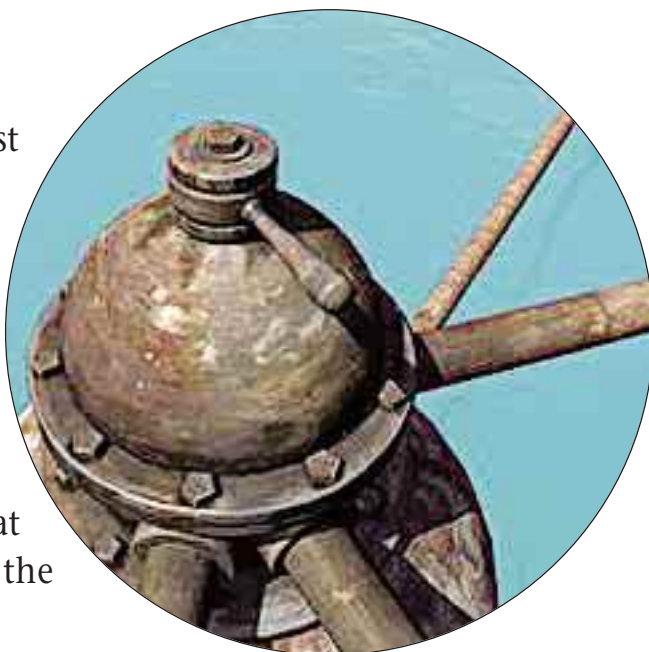
The Boiler

This is the first puzzle you must solve when you arrive on the island. First, take the walkway out to the middle of the lake and turn the steam valve to the center position.

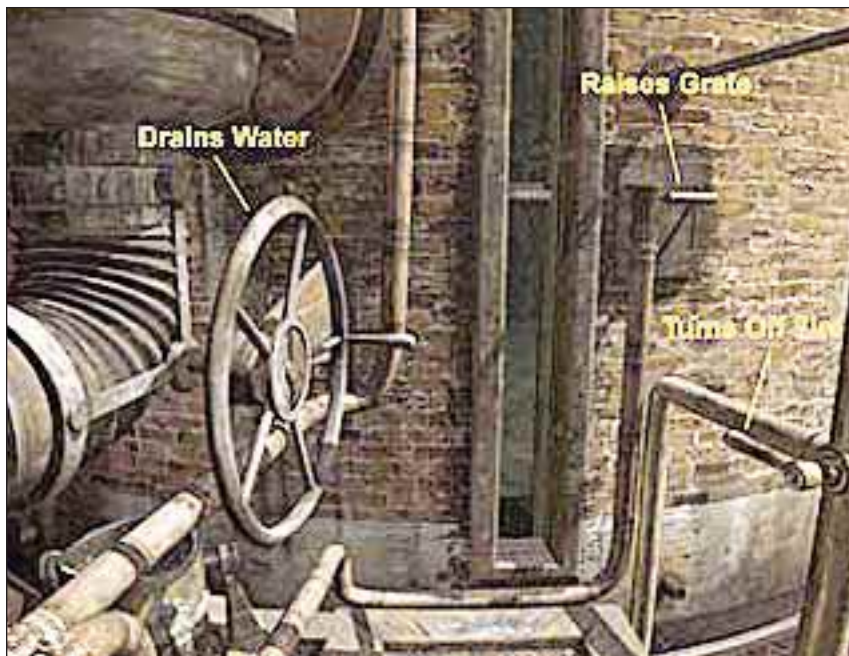
Go back to the boiler and approach the side facing the lake. Turn to take a closer look at the device. You'll find all the controls for the boiler.

Make sure the power at the Y-junction (lower left of the screen on page 23) is switched to the far right pipe. Turn the large wheel to move the pipe, and the water should drain from the boiler.

Set the Y-junction valve to the lower branch (closest to the center). Throw the switch at the upper right, and a walkway grate (inside the boiler) should rise into position.



Turn the valve to the center position (as it appears here) to shift power to the boiler.



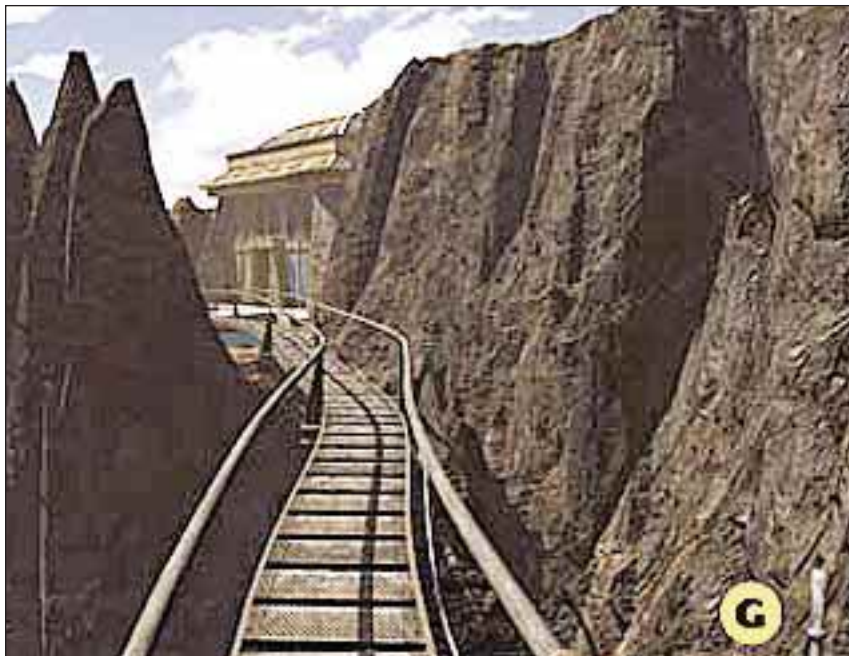
These controls turn off the boiler and drain it. Doing so means you can get inside.

Turn the valve on the pipe to the right to turn off the boiler. Now you can enter the boiler through the steel door around the other side. This will take you to Gehn's Laboratory.

Gehn's Laboratory

To get to Gehn's Laboratory, you must first go through the drainpipe after solving the [Boiler Puzzle](#). Go through the dark drainpipe until you come to the end. Then click down and follow the path to the left along the rocks to a railed platform. Look for a hatch on the floor of the platform—you can open it to gain access to and from this area from below.

Go through the double doors, then turn around and close them. This reveals hidden passages to the left and right of the doors. Follow the right-hand passage (facing the doors from the inside) to a lever along the right rail of the catwalk and pull it (the lever is before you get to the locked double doors ahead leading into the lab).



Pull this lever (in the lower right of the screen) to turn off the fans of the ventilation system above the frog trap inside the mountain.

This turns off the ventilation fans inside above the frog-catching device. (If you continue along this walkway, you'll end up at another entrance into the Great Golden Dome. You can go there now or wait until after you get into Gehn's Laboratory.)

Turn around and go back to the double doors and turn left. Follow the steps down to the frog-catching chamber. With the fans off, you can click on the grating above the frog trap to open the shaft and crawl inside. Follow the ventilator shaft until you come to another opening. Click on the grate and drop into Gehn's Lab.

Read Gehn's journal that's sitting on the table. Make note of the six symbols on page nine (like the ones on the Fire Marble Domes) and the five-figure D'ni numeric code on page 13 (the code for getting to the linking books inside each Fire Marble Dome).

Go to the back door (not the one with the blue-lit button in front of it), go outside, and take the tram to Plateau Island; or go to the other doors, go outside, and to the right to go to the Great Golden Dome to prepare some



more for later. If the tram is not waiting for you, go back into the lab and hit the blue-lit button next to the other doors inside.

When all is as it should be, it's time to prepare the Great Golden Dome one more time.

Preparing the Great Golden Dome (2)

After you solve the [Boiler Puzzle](#), you'll have access to The Great Golden Dome once again, this time from the upper catwalks. You can get there from inside Gehn's lab (through the double doors with the blue-lit light in front of it) or from the catwalk that runs in front of the double doors outside.



Turn this wheel to extend the otherwise-retracted section of the catwalk.

When you get to the dome, you must first lower the bridge that is angled upwards. Enter the dome. Follow the catwalk past the turnoff to the left and go up to a large wheel that's in front of the retracted section of the catwalk. Turn the wheel



to extend the section, then cross it and go to the left. This is the way to the Gate Room (you might have come through earlier). Pull the lever to raise the bridge. You'll need to go up it later.

Turn around, walk forward, right, and then another right. You'll see a small section of the catwalk missing. Turn around and hit the button on the wall to the right of the entrance to the door you just walked through. The small section will rise. Follow the catwalk to the end. Push the lever on the right side of the door to open it, which leads back to the Gate Room. This is all you can do in the dome for now.

Return to the lab, then go inside to the other door, and go outside to the tram. Next stop: Plateau Island.

Plateau Island

The puzzles on Plateau Island are the last you must solve before the end of the game. All that will remain is trapping Gehn, freeing Catherine, and saving Riven from his evil plans. The Map Table Puzzle is not the kind of puzzle that gives you access to another part of the island (like the Boiler Puzzle on Crater Island); but it does reveal information necessary for solving the Marble Puzzle atop the Great Golden Dome.



The Marble Puzzle turns on the Great Golden Dome, which powers up the Fire Marble Domes on each island on Riven. Once the Fire Marble Domes have power, you can use the code found in Gehn's journal (in his lab) to get to the linking book contained within each dome. These linking books, regardless of which Fire Marble Dome they are in, will take you to Gehn's world—the first step in saving Catherine and stopping Gehn.

But before we can stop Gehn, we need to solve the Map Table Puzzle...

The Map Table Puzzle



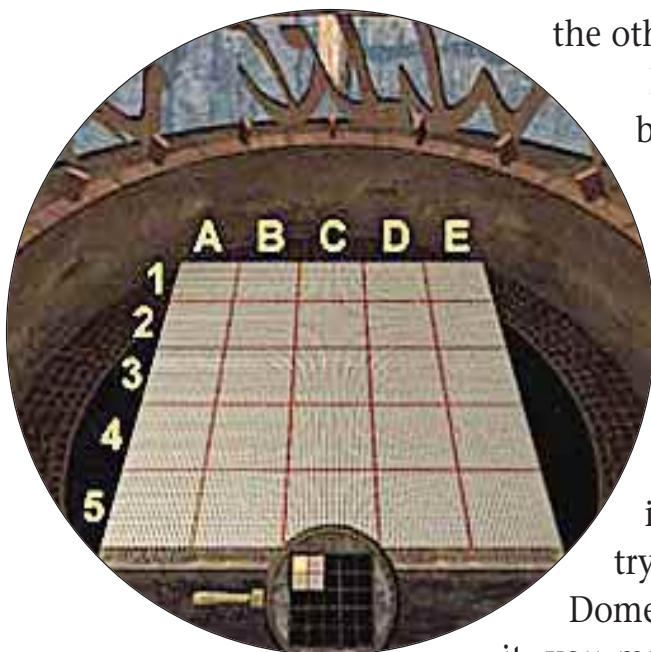
The buttons on the panel represent one of the five islands below. They are labeled accordingly.

Follow the path along the rift through the center of the island. When you reach the elevator in the fissure in the wall, take it up to the next level by pressing the button on the left side. Exit the elevator and go straight to the end of the platform.



Look out to the island plateaus—they represent the five islands of Riven. Starting from the upper right and moving to the left, they are: Crater Island, Temple Island, Prison Island, Plateau Island, and Jungle Island. The islands are also represented in geometric form on the panel in front and below you. You can press any of the buttons, but start with Crater Island (the square button at the upper left of the panel).

After you press the button, a walkway extends to the round structure on the other side of the island behind you (go back to the elevator and straight through it to the other side). Enter the round structure and walk up to the Map Table Puzzle. Here you'll see a table divided into a five-by-five grid. In front of it is a panel that mirrors the panel on the other side.

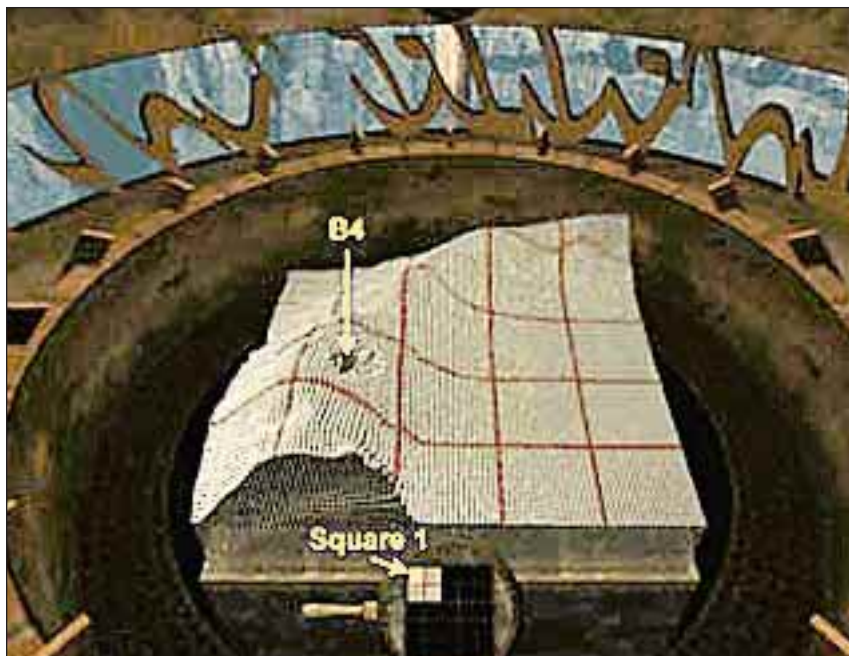


You can use these coordinates, which you must maintain visually, especially if you have to spin the table around.

If you press the Crater Island button, you will see the same square shape on this panel, but divided into four small squares, with one lit yellow. Press the yellow button, and a three-dimensional topographical model of that section of Crater Island will rise up from the table in front of you. What you're trying to locate is the Fire Marble Dome on Crater Island. Once you find

it, you must keep track of its grid location for use later at the Marble Puzzle. On Crater Island, it is inside that small hole in the mountainside. On other islands, you might actually see the small dome itself.

Since there are no coordinates on the grid, you must visually create your own.



The handle to the left of the button panel in front of the Map Table rotates both the Map Table and the button panel. You can use this to get a better look at different sides of the topographical image.

The dome on Crater Island is inside that small home. Mark its coordinates. Do the same for all the islands.

If you must rotate the image, make sure you maintain a sense of your visual coordinates. They should always be A through E across the top and one through five across the left side, based on the position of the grid when you first approach the Map Table (before you ever use the rotate handle). On the panel, count off the squares for each island from top left to right. Therefore, for Crater Island, the Fire Marble Dome is in square one (on the panel) and coordinates B4 on the Map Table.

You must perform this same task for each of the five islands. Once you've figured the location of the Fire Marble Dome for one island, go back outside to the platform with the other button panel and choose another island. (Prison Island is the island represented by one square.)



Here is the solution based on this method:

ISLAND	PANEL SQUARE	TABLE SQUARE
Crater Island	1	B4
Plateau Island	4	A2
Temple Island	2	A1
Jungle Island	5	D2
Prison Island	1	B1

The Domes located, it's time to go to the Underwater Viewing Chamber.

The Underwater Viewing Chamber

To get to this chamber, get into the tramcar and pull the lever to turn it around. Exit the tram on the other side. Go through the door and follow the corridor into a red-orange chamber.

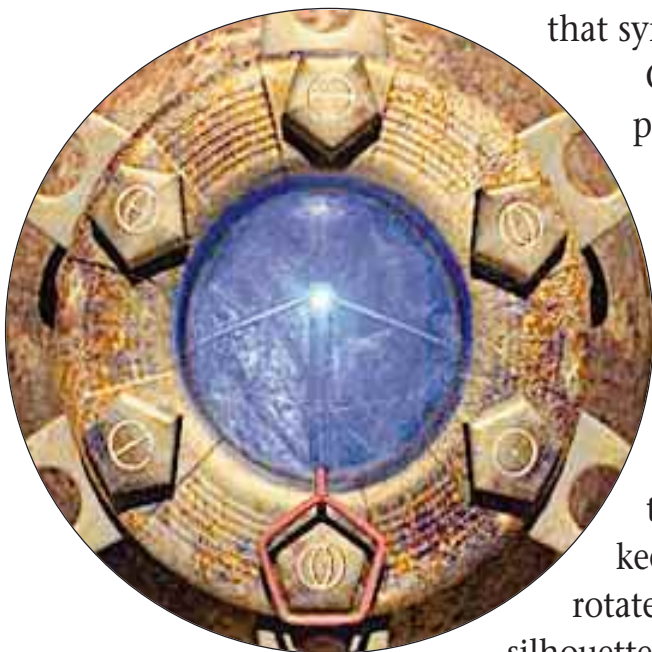
Pull the lever to the left to raise a golden elevator. Enter the elevator and push the button to the left to lower it. Leave the elevator and follow the path forward. One of Gehn's men will see you and run through an opening to the right. If you follow him, you'll also see him get into the tram to make an escape.

Continue along the corridor you were on before and progress up the stairs to the viewing chamber. After you sit down, push the red button on the right control. This will cause the chair to rise and turn into position. Pull the lever on the right control to lower the view screen and look down.

Each symbol on each pentagonal-shaped button corresponds to the yellow symbol on each of the Fire Marble Domes. If you press the button inside the red outline at the bottom of the wheel, it will turn on a light



(except the one that is broken). You must match the color with the symbol with the island to be used later with the Marble Puzzle. Click on the loops on the rim of the wheel to make it spin and bring that symbol around to the red outline.



Each symbol corresponds to the symbol on the Fire Marble Dome on each island.

Click up to raise your view, then pull the lever on the right control to move the viewer out of the way. Click the left control to lower another viewer. This one only has two pentagonal buttons on it. The left one lets you peer into a room, and the right button gives you a view of the lake on Jungle Island. If you keep clicking the loops, the view will rotate. Keep rotating it until you see the silhouette of a fish. Since you should still be

looking for one more animal symbol corresponding to the D'ni number 1, you can deduce that this is it.

Once you've finished up here, it's back to Temple Island and the Marble Puzzle.

Back to Temple Island: The Marble Puzzle

This puzzle is connected with the [Map Table Puzzle](#) on Plateau Island (you don't need to solve the map table first, since it only provides you with the information necessary to solve this one).



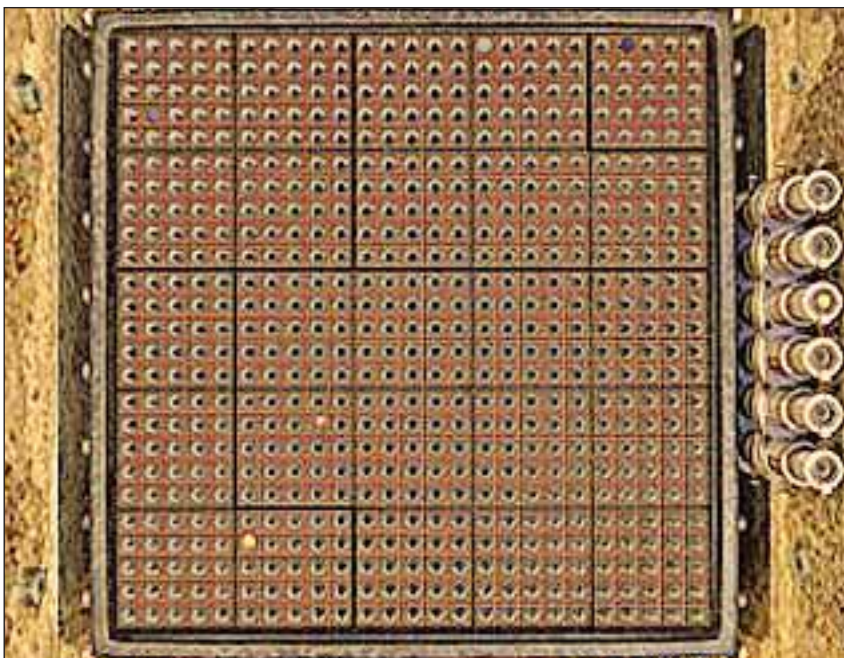
The Marble Puzzle is located atop the Great Golden Dome back at Temple Island and is used to power up the dome and, in turn, the [Fire Marble Domes](#). All the Fire Marble Domes house a linking book to Gehn's world.

There are a few ways to get to the top of the Great Golden Dome, but one of the easiest ways (especially if you are still on Plateau Island at the Map Table Puzzle and the Underwater Viewing Chamber) is to go back to Crater Island by way of the tram that brought you here. When you get there, walk through Gehn's lab to the other set of double doors. Walk out to the walkway and go right, all the way to the Great Golden Dome. Pull the handle to lower the bridge, if you haven't done so already. You should have already prepped the Golden Dome a second time earlier. If you haven't, you can do it now. Click here to go to [Preparing the Great Golden Dome \(2\)](#).

Follow the walkway and take the first left. If the small section of the walkway here is missing, press the button on the side of the dome behind you to raise it. Continue along the walkway to the steel door. If it is closed, push the lever up to the right of it to raise it. Walk inside. Press the button to your right to rotate the Gate Room once.

Walk across the Gate Room, through the other door, and go down to the steam valve to make sure it is in the horizontal position, powering the telescope outside for later. Go back to the other door and hit the rotate button two more times. Walk through the Gate Room to the other opening and hit the rotate button there twice. Walk through the Gate Room to the other doorway and up the stairs atop the Golden Dome to the Marble Puzzle itself.

You need to place the marbles on the places on the grid that correspond to the location of the Fire Marble Domes. Believe it or not, you should have figured it out back at the Map Table Puzzle. Be mindful of which color corresponds to which island from the [Underwater Viewing Chamber](#) on Plateau Island.



Straight up, here is the solution to the Marble Puzzle.

On the marble grid, you can see a vague, dark outline of the islands as they were on the button panel on the island side of Plateau Island. Place the marbles on the grid as seen in the screenshot, turn around, raise the handle on the device on the wall, and push the white button. If you've done it correctly, you will see power being restored, sending it to all the Fire Marble Domes around Riven.

NOW LET'S GET GEHN.

Gehn's World

To get to Gehn's World, you must open any [Fire Marble Dome](#) and use the linking book inside. When you get there, you'll find yourself inside a cage. There is a button on the cage that will call him. Press it.



If you go there without the trap book (provided by the female Moiety at the Moiety Age), Gehn will talk to you for a while and tell you that he wants your trap book (the one that was taken from you at the start of the game). He leaves, letting you have access to the five linking books around you. If you haven't been to the [Moiety Age](#) use the linking book that will take you to Jungle Island (the one with the lake and the Wahrk Gallows), since you have to go to the Moiety Gate Room there.

If you have the trap book, Gehn will take it from you, since he believes it's the linking book to the D'ni Age. He hesitates to use it himself first, and asks you to go first.

Go ahead and click on it. Gehn will think it's safe for him to use it, causing him to swap places with you.

Now that you have Gehn trapped (don't touch the trap book again, or you'll swap places with him!), you are free to explore his residence.

Go to the ladder leading down to Gehn's bedroom chamber. On the bedside table you'll see a gray sphere.

Click on this sphere and note the sounds it makes as it opens. Return upstairs and locate the lever that lowers the cage around the linking book's access. Use the linking book to Prison Island (the one with one square on it).



Gehn's timepiece and the clue to freeing Catherine. Listen to the sounds it makes and take note of the sequence.



It only takes a small leap of logic to know where you're going next. That's right: Prison Island.



Pull this lever to lower the cage to access the linking book.

Prison Island

This is where Catherine is being held prisoner. Walk up to the building and into the elevator. There are three buttons and a switch on the back of it. This is where you must use the clues provided by Gehn's time-piece. It changes each time you play, so there isn't just one solution.

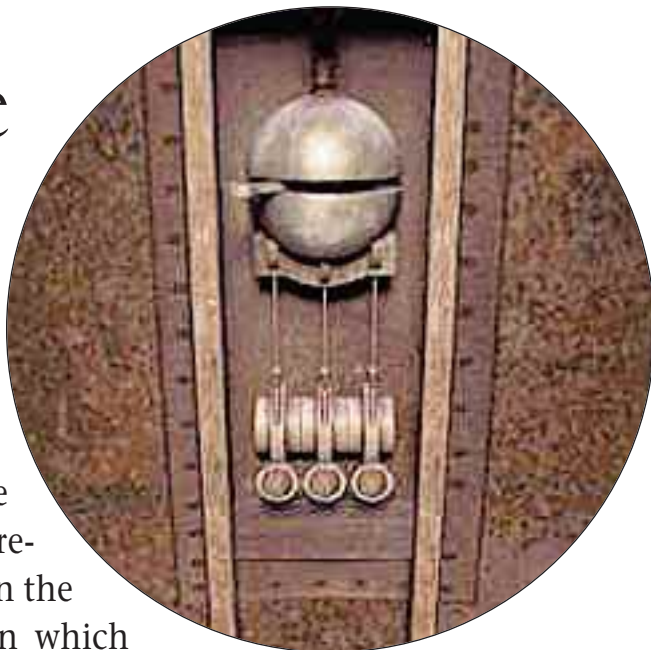


fter you free Catherine, she tells you that you must go back to the telescope (the one close to where you started the game). So what are you waiting for? It's on to the Telescope.

The Telescope

The five-digit combination for opening the hatch is in Catherine's journal, which you won't get until you visit the Moiety Age. You also must restore power to the telescope from the cave that you can access from the [Gate Room](#). With the power restored, you can move the lever on the right up or down depending on which way you want to move the telescope. Initially, it will be all the way up, and you'll want to move down, but only after you get the hatch open. Pressing the button on the axis of the handle causes the telescope to move in that direction.

To get the hatch open, enter the five D'ni number code from Catherine's journal by clicking the button corresponding to the D'ni number from one to five from left to right. In other words, the far left button is one and the far right button is five. If the combination is one-one-four-two-five, click button one twice, then four, then two, the five. Then look on the left track that the telescope is riding on, and you'll see a stop. Pull the stop to free the telescope. With the hatch open, lower the telescope all the way down until the glass is cracked. The rest, they say, is history.



You need to solve this puzzle to activate the elevator to free Catherine. Enter the sequence of sounds from the small sphere from Gehn's bedroom.

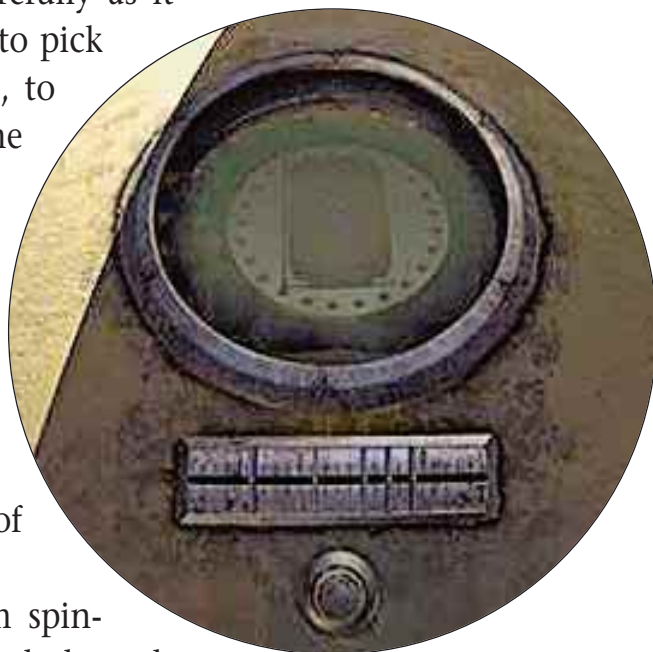
The Fire Marble Domes

Recall the domes found atop the buildings on all five islands in Riven. You should notice here that one of the symbols etched on the surface of each dome is colored yellow. To stop the domes, you must use the kinetoscopes always found near these domes (except the one on Crater Island; the kinetoscope is on the other side of a wall). You don't have to stop every one of these domes from spinning (in fact, the kinetoscope on Plateau Island has a broken viewer), since the linking books contained inside each one go to the same place—Gehn's Residence—but you will need the one yellow symbol on each one, as they differ.



If you watch the dome carefully as it spins, you should be able to pick up the symbol. Otherwise, to

stop it, you must look through the kinetoscope and click the button on the top of it when the yellow symbol appears through the viewer. For the broken kinetoscope on Plateau Island, just keep clicking the button until you get it to stop. In fact, you can use this method on any of the domes.



Once you stop a dome from spinning, it will open, revealing a book through the hazy glass. You must first power up these domes by solving the Marble Puzzle (which you might not do until later in the game) to open the dome.

There is also a slide bar. The way to open the domes is to use the five D'ni numbers you find in Gehn's journal in his lab. The slide bar is gradated in fives up to 25 marks. Enter the highest D'ni number first by moving the first slider to the mark corresponding to its number. Move each one accordingly, down to the smallest D'ni number last. Then click the button and the dome will spin open as you find yourself inside, in front of a linking book to Gehn's Residence, as well as a button on the floor to the right of the stand that you can press to be let out again.

You need to enter the five D'ni numbers from the journal in Gehn's Laboratory to get to the linking book. For example, this one is set up for 6, 11, 15, 17, 19, from largest to smallest, right to left.

[Back to Gehn's Throne Room](#)
[Back to Temple Island: The Marble Puzzle](#)
[Back to Gehn's World](#)



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